

Only the Force

**A One-Round *Star Wars*
Rise of the Empire Era Adventure**

by JD Wiker

As the Clone Wars rage, a Jedi task force assigned to evacuate refugees comes under fire from an army of Separatist soldiers. The heroes, a group of young Jedi, must supervise the evacuation, even as the enemy tries everything in their power to shoot down the refugee transports.

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This is an RPGA® Network scenario for the *Star Wars Roleplaying Game*. A four-hour time block has been allocated for this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA *Star Wars* adventure we assume that you have access to the following *Star Wars Roleplaying Game* Revised Core Rulebook. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil or pen, an RPGA scoring form, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures. We recommend at least a vinyl grid with chits, as you will have to track ship positions and movement during the opening combat scene.

Instruct the players to prepare their characters before you read the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game. Instructions for altering this game for fewer than four players are included below.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rulebooks during certain times of play.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be presented in ***bold italics***. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid and turn it into your Senior GM as you leave your game area.

Play Notes

This adventure has a strong potential to end with all of the Jedi heroes dead. That's acceptable. The point of the adventure is not to determine whether or not the players can keep their heroes alive, but to test their resolve in the face of overwhelming danger. After all, anyone can adhere to the Jedi way when things go well; it's much harder to behave like a Jedi when you're in mortal danger. Being able to make those kinds of difficult choices defines the difference between a Padawan and a Jedi Knight. In many ways, the mission on Argul is a form of the Jedi trials of knighthood.

Although the situation takes place in the midst of a terrific battle, much of the heroes' tests of character revolve around how they deal with the Argullian citizens, the Separatist commander, and each other. The intra-party roleplaying should be just as important as the plot, so avoid rushing the players if they get involved in this aspect of the game. Though the event is only slotted for four hours, you have time to let the players explore their heroes' personalities.

Don't worry too much about the passage of time. Just "fast forward" from encounter to encounter, and assume that nothing of great import occurs in that time. Allow the players time to indulge themselves in roleplaying during the downtime between events, and prepare to make something new happen when the roleplaying begins to become boring or repetitive.

The Heroes

The player character group consists of six Jedi. They all arrived on Argul within the last three days, and spent all their time since then fighting back the

droid army, rescuing Argullian refugees from the ruins of their cities, and organizing the transport loading operation. Though many more Jedi originally arrived with the heroes, they are all gone—already evacuated, or killed in action—except for Master Ulseh, the Jedi who oversees the evacuation procedure.

1. Teo Gronn, a Duros Jedi guardian
2. Olge Plavi-Dol, a Human Jedi consular (and healer)
3. Mariineh, a Twi'lek Jedi guardian
4. Ren Auglu, a Human Jedi consular
5. Shalimin, a Mon Calamari Jedi consular
6. Wamtra, a Rodian Jedi guardian

The heroes had plenty of opportunity to study the Jedi briefing on Argul. Feel free to answer any questions they might ask—though, of course, much of the information is now inaccurate, given the current state of the planet.

The Bad Guys

The villains of this adventure are the forces of the Separatist army, and its commander, Drogen Hosh. But they are not the main challenge; the real threat is the heroes' own fears. The droid army invasion acts as the medium to create that fear. In fact, in the final scene, Commander Hosh shows more interest in ending the battle, rather than conquering the heroes—though by accepting his offer of safe passage, they would, in fact, fail.

Altering for Fewer Players

If there are five players, leave out the character of Shalimin.

If there are only four players, leave out the characters of Shalimin and Wamtra.

If you leave out any of these heroes, play them as Gamemaster characters during the first scene, and have them board the last transport, dying in the crash. Alternately, you could have them live and perform healing or repair work while others rest, to help the healing along. If the end of the adventure leaves only Gamemaster characters, assume that they fight to the bitter end before falling to the Separatists' superior forces.

Adventure Background

The world of Argul is a thriving commerce center on the galactic Mid Rim, near Cerea on the Corellian Trade Line. Though merchant consortiums from the Senex and Juvex sectors settled the world, the Argullians consider themselves independent. Though Argul is resource-poor, their world is on a major trade

route, and makes a staggering profit from taxation and shipping fees.

This, coupled with the world's strategic location, makes Argul an important target for both the Republic and the Confederacy of Independent Systems. And with the Republic military forces occupied elsewhere, the Separatists were able to swoop in, blockade, Argul, and demand the world's surrender. The Argullians capitulated, forcing the Republic to send a military detachment to retake the planet.

In the ensuing battle, the Argullian cities were devastated, and the fighting seems likely to go on for the foreseeable future. Supreme Chancellor Palpatine has called for a general evacuation of the cities where the major engagements are taking place, and Master Yoda has personally led a task force of Jedi Knights to supervise the proceedings.

Unfortunately, there are only a few transports available, and the Argullians almost immediately began fighting among themselves over who would board the first transports (and, as space ran out, who would be able to board transports at all). The city streets are overrun with Separatist forces, the populace is in a teeming panic trying to force their way onto the transports, and the Jedi know that they are only going to be able to save so many. As the transports depart one by one, and the crowds at the spaceports grow more frantic, the Jedi realize that they are fighting a losing battle.

But if they can hold out for the few hours it should take for the first wave of transports to return, they can save at least twice as many. However, to reassure the Argullians that the transports *are* in fact going to return, a half-dozen young Jedi have remained behind, led by Jedi Master Ulseh. Their job is to keep the Argullians from panicking, and to slow down the Separatist advance—if either is, in fact, possible.

Adventure Summary

Scene 1: Hard Bargains: The heroes are on the world of Argul, the capitol city of Lumica, atop the last starship docking tower that hasn't been captured by the droid army of the Separatists. They are in charge of loading refugees aboard the final transport to leave the world, and they face a variety of challenges: a wealthy merchant attempting to bribe his way aboard; a misguided physician declaring some of his patients not worth saving; and a group of hysterical citizens accusing another Argullian of being a Separatist agent.

Scene 2: A Jedi Falls: After the final transport is loaded, it is shot down by enemy artillery and crashes against the side of the docking tower.

Master Ulseh leads the heroes down several floors in the tower to reach the transport's nearest escape hatch, to begin hauling survivors back up to the relative safety of the docking platform. But even as the heroes are saving lives, the droid artillery, far below, is continuing to pound away at the crippled transport, and eventually, it plummets the rest of the way to the ground, taking Master Ulseh with it.

Scene 3: General Panic: In the aftermath of the transport crash, the Argullians are gripped by a combination of terror and despair, and they are looking to the remaining Jedi for reassurance and leadership. The heroes, though, are themselves leaderless now—with Yoda and the other transports all still in hyperspace—and must decide how to proceed. Further compounding the problem is the insistence of the ranking Argullian politicians that the Jedi follow *their* orders. Even worse, the droid forces take advantage of the distraction to begin infiltrating the lower levels of the docking tower.

Scene 4: The Silent Assault: As night begins to fall, the Separatist battle droids attack the docking platform by air, using the chaos to cover the approach of battle droids—taking a cue from the heroes—up through the wreckage of the fallen transport. The heroes must correctly deduce the reason behind the attack from the air, in time to locate the true avenue of attack and close it off. This assault is the most brutal yet. The battle droids are trying to capture the surviving Argullian leaders—to secure the planet's surrender—but not the Argullian citizens themselves. Their secondary goal is to eliminate the remaining Jedi, and due to the sheer brutality of this attack, some of the heroes may die in this encounter.

Scene 5: Decision on Argul: The heroes face their final test. With still no contact from the transport fleet, the commander of the Separatist forces, Drogen Hosh, instead contacts the Jedi. Commander Hosh offers to spare the heroes, along with the bulk of the Argullian populace, if the heroes turn over the Argullian leaders. He even offers himself as a hostage, to prove to the heroes that his offer is sincere. And it is: If the heroes accept, Hosh follows through on his promise. But if they resist, Hosh launches an all-out assault—which means the Jedi are almost certainly doomed.

Conclusion: As the droid assault runs out of momentum, Master Yoda returns with a fleet of Republic troop transports, driving back the droid army with withering barrages of blaster fire. Master Yoda then disembarks from the lead transport, and congratulates any surviving heroes on holding

out for so long, and personally supervises the evacuation of the rest of the Argullians.

The Planet Argul

Argul is a planet on the galactic Mid Rim, near the Corellian Trade Line, between Cerea and Belsavis. Mostly flat plains, Argul is dotted with numerous massive buttes, around which the Argullians have built their cities—reserving the mesas as starport facilities. This helps keep the roar of arriving and departing starships at a distance from the homes and the businesses in the cities.

The Argullians are a near-Human species, marked by their broad, flat noses and yellowish irises. The population pursues everything from farming and mining to science and technology, but the Argullians are known in other systems as a commercial layover—a stopping point for freighters plying the Corellian Trade Line. The Argullians have excavated the buttes to create vast, reinforced warehousing for trade goods passing through their system, ensuring a steady flow of credits into Argullian banks.

Currently, Argul is under attack by Separatist forces, and the relatively small Republic military outpost there has already been overwhelmed. Though hundreds of thousands of Argullians have been evacuated (due to the efforts of the Jedi), billions more are forced to remain behind, and now all but one of the docking platforms in the capital city has fallen to the enemy. From the edge of the last free mesa, the heroes can see the city burning all around them, and the river of refugees seeking to reach the relative safety of the mesa, even though there is no guarantee that the remaining Jedi and clone troopers can hold out long enough for another transport ship to arrive. The Republic forces have constructed loose fortifications around the base of the mesa, and barricaded or collapsed all but one of the stairways and turbolift shafts. The people on the mesa are safe from a ground assault, so long as the clone army forces can keep the droid army from entering the main stairwell.

Remind the players of the horrors of war by describing a virtual sea of despairing Argullians, their faces full of worry, fear, anguish, and pain. When they are in positions to view the city below, describe the inexorable movement of droid troops and tanks, and the steady destruction of the once-beautiful city.

Opening Cutaway and Introduction

Hand out the player hero sheets to all players, and have them prepare. Then present the following to the players to begin the game in *Star Wars* style.

A long time ago, in a galaxy far, far away

The galaxy is at war. The trading world of ARGUL has been captured by the Confederacy of Independent Systems. Due to its position on the Corellian Trade Line, Argul is vital for the shipment of supplies to military forces, and SUPREME CHANCELLOR PALPATINE has sent the Clone Army to retake the planet.

But the fighting is fierce, and the SEPARATIST have already sent reinforcements. The GALACTIC REPUBLIC has responded by dispatching a force of Jedi Knights, led by MASTER YODA, to evacuate refugees from the war-torn spaceport cities.

Though there are not enough transport ships to take all of the Argullians to safety, Yoda has promised to return with more ships as soon as possible. In the meantime, SIX YOUNG JEDI, led by MASTER ULSEH, have chosen to remain behind, to protect the remaining refugees. But the DROID ARMY, commanded by the ruthless tactician DROGEN HOSH, has already surrounded the last remaining docking tower...

And now, continue into **Hard Bargains**.

Scene 1: Hard Bargains

The adventure begins with the Jedi scattered around the last docking tower. Teo Gronn, Shalimin, and Mariineh are together, supervising the Argullians trying to get aboard the last transport. Olge Plavi-Dol and Wamtra are returning from a conference with the transport ship's medical staff, and Ren Auglu is waiting near the transport's main cargo airlock for Master Ulseh to return from the docking tower's control center. Each of these groups has a different encounter, none of which are particularly close to any other (though the Jedi can certainly contact one another by comlink). Read the appropriate description below to each group—then ask each group of players what they are doing.

Teo Gronn, Shalimin, and Mariineh:

All about you, the Argullian city of Lumica is burning. Hordes of battle droids march

through the wreckage of the Republic defenses, converging on the docking tower where tens of thousands of panicked Argullians mill and shove, trying to be one of the lucky ones to board the last transport, an Acclamator-class cruiser, usually used to transport clone troopers.

Your job is to help the clone troopers keep some semblance of order at the tower's entry gate. It's not easy. Everyone knows all too well that almost none of them will make it off the planet before the Separatists swarm over the Republic defenses. Most of these people would be lucky to just find themselves in detention camps.

The crowd is staying mostly under control, but you all know that any sudden excitement could spark a riot. Almost as if on cue, a voice somewhere in the crowd shouts: "Don't let him aboard the transport! He's a Separatist spy!"

Olge Plavi-Dol and Wamtra:

Things are looking grim. The transport's medical bays and crew cabins are packed with sick and injured Argullians, and there are still thousands more waiting. As you exit the ship, preparing to evaluate which patients must be left behind, you see an Argullian talking earnestly with one of the ship's mechanics. They notice you looking at them, and the Argullian quickly palms something that looks a lot like a credit chip.

Ren Auglu:

As you wait for Master Ulseh to return from the control tower, you watch an Argullian physician supervising the loading of sick patients onto the transport ship. When a crew of orderlies arrives and heads toward a group of feeble-looking Argullians, though, the physician waves them away. "Not those," he says. "Those degenerates aren't worth saving. Move on to the next group." As the orderlies move on, the physician glances at you and gives you a brief nod, then goes back to his work.

The Spy

Teo Gronn, Shalimin, and Mariineh must do their best to calm the crowd before things turn ugly. They can easily reach the scene of the disturbance before any of the Argullians take action, but when they arrive, a rough circle of suspicious citizens have formed around a lone Argullian who is quite obviously scared for his life.

As soon as the Jedi arrive, the citizens begin shouting for the Jedi to arrest the man.

This man, Ozuun, is not a Separatist spy, though he has been an outspoken critic of the Galactic Senate. As such, he's not very popular, especially now that the Separatists are destroying the city and space on the last transport is limited. However, even though the players may lose sight of it, the real goal here is not to prove or disprove Ozuun's innocence, but to keep the crowd from rioting. The Jedi can use various tactics to try to convince the crowd to remain calm.

- Giving Orders:** The Jedi might order the crowd to leave Ozuun alone, or to disperse. This requires an Intimidate check (DC 18 to affect all five Argullians leading the mob). If this check fails, attempts at Diplomacy suffer a -5 penalty.

- Attack:** The Jedi might attack a few of the citizens, with lightsabers, Force powers, or simply with their fists, but this is a poor choice. If a fight breaks out, it reflects badly on the Jedi, and the crowd starts fighting back. If a Jedi chooses this option because he lost his temper with the Argullians, give him a Dark Side Point.

- Persuasion:** The Jedi might use Diplomacy to reason with the Argullians. The crowd's attitude toward Ozuun is initially unfriendly (and their attitude toward Ozuun needs changing, as opposed to their attitude toward the Jedi). If the crowd becomes indifferent, the Jedi might at least take Ozuun out of immediate danger (though he may be threatened again later, during Scene 4). If the crowd becomes friendly, the most outspoken members of the mob decide that Ozuun might be against the Senate, but he isn't for the Separatists, and they leave him alone.

- Mind Trick:** The Jedi might bypass Diplomacy and go straight to using Affect Mind. Using it on the five leaders of the mob requires five successful checks for them to back down. Any reasonable suggestion works ("This man is no spy," "You want to let us deal with him," "You should remain calm and rational," and so on). Similarly, using Affect Mind on Ozuun to force him to tell the truth placates the crowd—provided the Jedi ask him questions that don't call for incriminating answers. ("Are you a Separatist spy?" is a better question than "Why don't you like the Senate?" for example.)

If Ozuun is allowed to speak in his defense, he explains that he made a documentary criticizing the Argullian senator (who evacuated earlier) for allegedly taking bribes to vote for certain trade restrictions, resulting in an increased unemployment rate on Argul. Most Argullians, though, support their senator because he voted for

war with the Separatists (since many Argullians have been killed by Separatist raids on shipping along the Corellian Trade Line). But Ozuun is actually a pacifist at heart, and just hates to see the Argullians suffering for what he feels was a rash decision on Chancellor Palpatine's part.

The Merchant

Olge Plavi-Dol and Wamtra stumble across Turyit, an Argullian medical supplies merchant, who is trying to bribe Melsa Dor, one of the transport's crew, to make room on the ship for some 60 barrels of bacta. There's nothing inherently illegal about Turyit's possession of the bacta, but Turyit knows that, with all those Argullian refugees needing medical attention, the value of bacta is soon to soar, and he wants to make a good profit by selling it at inflated prices. But he also knows that, if he reveals that he possesses it now, Argullian Administrator Mozim could confiscate it, and Turyit might get at most half the usual price by way of compensation. So he wants to keep it a secret that he's got it, which is why he's trying to bribe a crewmember to store it in some out-of-the-way place.

When the crewmember sees the Jedi watching the attempted bribe, she clearly tells Turyit that she can't help him, and hurries back into the ship to get on with her work. Turyit, though, sensing an opportunity to get his bacta on board without having to pay the bribe (since Jedi don't care about money), tries to convince the Jedi to let him have the barrels brought aboard.

He tells the Jedi that the barrels contain a rare wine, from a vineyard that's been destroyed during the fighting. "This is the last of this wine in *all the galaxy*. It's part of the heritage of Argul. It would be a tragedy if we had to leave it behind, and the droid army destroyed it because it wasn't useful to their war effort."

Turyit is an accomplished salesman, with a Bluff score of +8. He's mostly telling the truth, with the notable exception that it's actually bacta in the barrels. All he really wants is for the Jedi to tell the transport crew it's okay to load the barrels on the ship.

If the Jedi turn him down, though, he tells them that one of the barrels actually contains bacta "which I was saving for my own use, in case I were injured." He offers to give the Jedi that barrel if they'll let him take the rest of the barrels on the ship with him.

Should the Jedi at any point pry the truth out of Turyit, he makes one last bid at making a profit:

He'll give them half the barrels, if they let him bring the other half on board as well.

The Jedi could also offer Turyit credits for his bacta, but Turyit doesn't respond to appeals to his generosity, or concern for his fellow Argullians. He wants 100,000 credits per barrel (double the usual price), or he's keeping it—even if that means he has to stay behind. This is a bluff, of course; Turyit would rather take 10% of the value of the bacta than remain behind and be slaughtered by the droid army.

If the Jedi don't successfully detect that Turyit is bluffing, though, they're always free to use Diplomacy to bargain with him on a price for the bacta.

The Doctor

Ren Auglu just witnessed a variety of prejudice unique to Argullian culture. The sick people the physician insisted be left behind are Argullians who married without the proper licenses, and consequently didn't receive the mandatory inoculations against social disease. Now the disease is killing them by destroying their ability to draw nutrition from food; they'll all starve to death within the year, though certain medicines can prolong their lives by as much as a factor of five.

The physician, Dr. Semmix, is using his position to pass judgment on these people. He feels that those who marry without the authorization of the state do so for sexual gratification, and that makes them degenerates as far as he's concerned—degenerates who don't deserve berth space that could go to healthier, more *respectable* Argullians. Dr. Semmix is condemning the patients to death because he doesn't condone premarital sex.

The doctor readily explains this to Ren Auglu if the Jedi asks; he's *proud* of his moral stance. If Ren Auglu argues the point with him, Dr. Semmix patiently tells him that, regardless of how the Jedi feels about the ethics of the situation, these people are all going to die, anyway. "What's the point of leaving other sick and injured people behind just so we can give these wretches a burial in space? *There's no cure. They brought this disease on themselves.* When you've been a Jedi as long as I've been a doctor, you'll understand that sometimes you can't waste tears on the self-destructive. But I'll leave the decision up to you, Master Jedi: Which forty-two people get to lose their chance of recovery so that these forty-two terminal patients can live a few months longer?"

Dr. Semmix is acting deliberately cruel, thinking to teach a Jedi a lesson. Lacking medical

training, Ren Auglu can hardly make an informed decision, and the doctor underscores his point by questioning every decision the Jedi tries to make. "These people? Are you sure? Well, I'm certain that at least half of them are strong enough to survive until the transports return. Of course, if the Separatists overrun us before then, the droids will probably force-march them to internment camps. One or two could live long enough to contract camp fever. But you're a Jedi. I'm sure that if you explain to them why at least half of them have to die to save your conscience, they'll understand."

Once Ren Auglu makes his decision—whatever that decision is—Master Ulseh quietly joins him, and reveals that he watched the exchange almost from the beginning. "I wanted to see how you would deal with this situation."

If Ren decided to accept the doctor's decision, Ulseh tells him: "It was not an easy decision to make, my young Padawan. But you made a decision, and that was what was important." If Ren overruled Dr. Semmix's decision, Ulseh tells him: "You did well, Ren. 'A Jedi respects all life, in any form.' While those people still live, there is still hope that a cure can be found. They deserve the same chance at a future as everyone else here."

Scene 2: A Jedi Falls

Once the Jedi dealt with these situations, the rest of the boarding process goes somewhat more smoothly. A short while later, the transport begins its final preparations for departure.

The final transport is ready to depart. Master Ulseh gathers all of the Jedi at the edge of the launch pad, to help control the crowd. As the ship lifts off, a great sigh of disappointment and despair goes through the Argullians who have been left behind. Though no one is saying it, everyone believes that another transport will not arrive before the droid army has overrun the docking tower.

The transport drifts out away from the platform as it ascends toward space, and survival for the Argullians lucky enough to be aboard. Droid artillery fire hammers at the Acclamator's shields, but they are more than strong enough to handle the damage.

But then the transport's engines sputter, and the deflector shields flicker. Something's wrong! Before the backup shields can compensate, the artillery barrage pours through the ship's weakened defenses, and an explosion rips open its vulnerable underside.

With a deafening groan, the transport drops out of the sky in an uncontrolled spiral. It smashes stern-first into the ground, and the entire tower shudders from the impact. But then the ship's bow collapses down onto the side of the tower, and all over the platform, everyone is thrown half a dozen meters by the jolt.

You Jedi are among the first to regain your feet, and Master Ulseh is up the quickest of all. "Come on!" he orders. "There may be survivors!"

Ulseh dashes headlong to the access stairway nearest the crash site, not bothering to wait for the other Jedi. As he reaches the stairway, he orders Mariineh to take command of the clone troopers. "Have them lay down blaster fire to cover our rescue operations!"

And if any of the Jedi seem uncertain what to do, he tells one of them to get to the edge of the platform over the wreckage of the *Acclamator*. "There should be an emergency hatch somewhere that we can use to get to the survivors. Locate it, then call us on the comlink and tell us how many floors down it is. This stairwell is on the outside edge of the mesa; we should be able to cut directly through the outer wall and reach the ship."

The hero who carries out this order must make a Spot check (DC 15) to locate the hatch, then an Intelligence check (DC 15) to gauge the distance, and thus, how many floors down Ulseh and the others need to travel. It takes the Jedi ten rounds to reach the proper level; the hero gauging the distance has this long to determine where that is. After that, each round of delay is one less round the heroes can spend pulling survivors out of the wreck.

As it turns out, however, the nearest place from which the Jedi can reach the hatch is about 4 meters above the hatch. (They can reach the ship from other points on the stairs, but those places are either too far above or below the hatch to facilitate rescue operations.)

Cutting a large enough hole in the stairwell wall requires dealing 180 points of damage to the wall, and lightsabers ignore the wall's DR 10.

The Jedi must drop down to the hatch, though Master Ulseh advises them to position themselves in the stairwell opening and on the ship's hull. Once on the hull, the Jedi need to open the hatch. A DC 18 Computer Use check overrides the lock mechanism. Alternately, the Jedi can cut through the hatch by dealing 180 points of damage to it, lightsabers again ignoring the ship's DR 50.

Survivors in the Wreckage

When the Jedi get the hatch open, there are already survivors waiting for them, piled up almost on top of each other in a sharply angled corridor. (They had been trying to open the hatch themselves when they saw the heroes coming in.)

The Jedi can now begin rescuing the survivors, by pulling them up through the open hatch, handing them up to the opening in the stairwell, and getting them on their way up the stairs—one at a time. Each step of this process requires a DC 13 Strength check. (Failure simply means there is no progress.) Two or more heroes can work together on any given check, using the Cooperation rules. (If the Jedi thought to bring clone troopers along, the clone troopers can help, as well.) Master Ulseh goes into the ship to help the survivors through the hatch.

The heroes can also use Move Object to levitate survivors up out of the ship and into the stairwell. Each hero using this method may rescue one survivor for each successful DC 20 Move Object check. (The survivors forego their Will saves.) If the check fails, however, the dropped survivor takes 1d6 falling damage. Each use of Move Object for this purpose, successful or not, costs the Jedi 4 vitality points (as per the Move Object weight chart).

Running Out of Time

If all goes well, the Jedi rescue one survivor per round in this fashion. The reason that the timing is important is that the droid artillery starts firing at it again.

As you work on pulling survivors out of the wreckage, you see the battle raging far below you, around the base of the crash. The *Acclamator* fell on a Republic position when it crashed, and the droid army is attacking the weak point in the line. To make matters worse, the droid artillery is still pounding the transport, apparently to ensure that any surviving crew doesn't make use of the ship's weapons. The barrage is making the wreckage unstable, though; you may not have much more time before the whole thing collapses.

Ten rounds after the heroes open the hatch, the artillery fire causes the *Acclamator's* already weakened hull to buckle, which triggers a partial collapse. The ship drops another four meters, putting the hatch even farther away from the opening in the stairwell. Now rescuing the survivors becomes more complicated—and more

desperate. The heroes must find a new way to move the survivors eight meters from the hatch to the stairwell. Those Jedi who carry syntherope can use it to haul survivors up to the stairwell, but it is a slow process. It takes one round to secure the syntherope to a survivor, and two rounds to haul the survivor up. (Move Object continues to be an option, of course.)

One Less Survivor

The heroes have eight rounds before the wreckage shifts again.

Once again, the wreckage shudders under the artillery barrage, and with a sickening lurch, begins to slide sideways...picking up momentum as it goes.

The Jedi have one round to react to this situation before the hatchway falls out of reach. If any of the heroes joined Master Ulseh inside the ship, and the heroes used the syntherope method, Ulseh tells the nearest hero: "Quickly! Secure your line to one of the survivors!" Then Master Ulseh secures his own syntherope to that same Jedi. If the heroes used another method, Master Ulseh uses Move Object to push up to four Jedi and/or survivors up out of the ship and to the opening in the stairway (using the Split Force technique described in the *Hero's Guide*, page 140) If Ren Auglu is in the ship, Ulseh selects him as one of the people he targets with Move Object.

The Acclamator slides away, metal screeching against the side of the mesa. You see Master Ulseh looking somberly at you until he is lost in the smoke and dust. With a terrific crash, the Acclamator finally collapses, sending up a tremendous fireball as its fuel tanks rupture. Then the scene is lost in the thick, black smoke.

A hush falls over the people gathered on the stairwell, and then a clone trooper speaks up. "Sirs? Should we look for survivors?"

The clone trooper is totally serious. (Clone troopers don't have a sense of humor, let alone a morbid one.) So long as the transport isn't completely destroyed, there could be survivors, and if the Jedi order the clone troopers to fight their way through the droid army to look for survivors of the second crash, the clone troopers hop to it without hesitation.

Of course, the heroes might decide to argue whether there's a point to it, given the magnitude

of the crash and the subsequent fire. While they're arguing the point, though, something sad happens.

Far below, through the smoke, you see a flicker of green light—Master Ulseh's lightsaber! For a long moment, there is a great surge in the Force, like a rainstorm gathering about you. Then it suddenly fades away, and you watch in horror as, amid a hail of droid blaster fire, the lightsaber beam flickers out.

Scene 3: General Panic

News of Master Ulseh's death, and the heavy losses inflicted on the Republic forces by the transport's crash, spreads quickly through the Argullian refugees. As the word gets around, the refugees arrive at the consensus that any hope they had of getting off Argul ahead of the droid advance died with Master Ulseh. The clone troopers want to know what orders, if any, the surviving Jedi have for them. The Argullians are just looking for some sign that there's still hope.

Administrator Mozim

While the heroes are dealing with the loss of Master Ulseh and trying to decide what to do next, they receive a visit from Mozim, the Argullian Undersecretary of Commerce. Mozim is the highest-ranking official left alive and free on Argul, and he has a plan he wants the Jedi to carry out.

An Argullian dressed in the ceremonial sash of the Argullian administration approaches you from the direction of the control tower. "I'm Administrator Mozim. We've just heard that Master Ulseh perished. That's very unfortunate; I had a great deal of respect for him. Now that he's gone, though, someone needs to assume command of the defense of this docking platform, and I'm afraid I'm the highest-ranking Administrator who hasn't been killed or captured.

"Here's what we're going to do. Order the clone troops to withdraw to the top of the platform, and form a defensive ring around the control tower. It's the most secure area on the mesa. We'll barricade ourselves inside and wait for the other transports to return."

Looking at the control tower, it's all too obvious that it's not big enough to shelter more than a few hundred people, at most.

Administrator Mozim's plan is to sacrifice the Argullian refugees and the clone troopers—and the Jedi, if necessary—to make sure that someone from the Argullian government survives (though he's conveniently overlooking the fact that most of the upper echelons were evacuated on the earlier transports). He's not really interested in the heroes' opinions on the matter; what he wants is for them to issue his orders to the clone troopers since they are conditioned not to take orders from civilians, but *do* consider Jedi their superior officers.

Trying to gently remind Mozim of his duty to the Argullian people proves futile. Mozim honestly doesn't see his decision as cowardly; he believes, and rather rightly so, that the clone troopers are now too spread out at the base of the mesa to effectively defend it. The only logical step is to defend a smaller area, and the control tower is the best choice. Since not everyone can fit inside, it's most logical to use it to protect the most important people. In Mozim's mind, that's the politicians, their families, various influential merchants, several physicians, and, to ensure that those people remain safe, the Jedi. The deaths or capture of everyone else outside is regrettable, but as an Administrator, he's prepared to make such a difficult choice.

The heroes can try to bargain with Mozim over who gets to go inside the control tower, or where the clone troopers should be stationed. If they choose to do so, they may make an opposed Diplomacy check with Mozim. If they succeed, he concedes; if they fail, he suggests that they could make room for some of the refugees, and at the same time bolster the defenses, by stationing themselves outside, with the clone troopers.

The Jedi can also try Affect Mind, but any suggestion that involves personal risk to Mozim automatically fails. Intimidate only works so long as the Jedi are in Mozim's presence; once he's out of their easy reach, he reconsiders.

The Jedi can also simply refuse to follow his orders, or try to find some way to subvert his intent. Despite a lot of bluster on Mozim's part, there's very little he can do to prevent this—though his threats of reporting them to the Senate might give some of the Jedi a moment's pause.

If the Jedi don't succeed in convincing Mozim not to pursue his plan, or if they don't come up with a plan of their own, he uses the control tower's loudspeaker system to address the gathered refugees, telling them that he's now in charge. "We're going to set up a defensive position here in the control tower. If all goes well, we can hold out until the other transports return.

But I won't lie to you: When the transport crashed, it created a gaping hole in our defenses, and we no longer have enough clone troops to ensure our safety. The Jedi are doing what they can, but most of them are just apprentices; without Master Ulseh, they don't know what to do. But I want you to know that I'm doing everything in my power to make sure that there is hope for the future of Argul, even though things may look bleak now. May the Force be with all of us."

The Public Reaction

The Argullians are closer now to panic than they've been since the battle started. They want to know that *something* is being done to protect them, and while they individually have a number of ideas on the best course of action, there is no real consensus.

The worst thing the Jedi can do is to ignore the refugees, but trying to directly address the Argullians' problems and worries is almost as counterproductive. Similarly, if Mozim makes his speech to the crowd, and the Jedi use the loudspeakers to refute the Administrator's authority, the crowd is going to lose all confidence in their "leaders."

The best thing the Jedi can do is to give the Argullians something useful to do: taking care of the sick or wounded, constructing a barricade at the main entrance, preparing food, or whatever. So long as the Argullians think that the Jedi are organized and confident, the Argullians are more inclined not to lose hope.

Comm Silence

The Jedi might try to contact the transport fleet, to inform them that the last transport has been destroyed, and Master Ulseh died. Unfortunately, the fleet is in hyperspace, and the droid army already destroyed the city's hyperspace transceiver antennae. For the time being, the Jedi must make their own decisions.

The subspace transceiver still functions, however, and the Jedi may arrange to relay a message to Coruscant. The reply does not come for several hours, however.

Troop Movements

While the Jedi deal with the situation at the top of the mesa, the Separatist commander, Drogen Hosh, is making plans of his own. Having seen, via electrobinoculars, the Jedi cutting through the stairwell wall, he now knows that there are stairwells leading up to the docking platform. But

he also (correctly) assumes that the stairwells are blocked at ground level, so he can't simply send droids to blast their way into the stairwell. If the Jedi see battle droids excavating a stairwell, they'll move to block it higher up.

On the other hand, the wreckage of the transport ship not only makes a good cover, but it reaches partway up the side of the mesa, and intersects with one of the stairwells. So, concealed by the smoke of the burning wreckage, a platoon of battle droids begins making its way through the wreckage, armed with laser cutters with which to burn through the ship's hull, and demolition charges with which to blast their way into the stairwell.

Scene 4: The Silent Assault

As night falls over the city of Lumica, Commander Drogen Hosh puts his plan into action.

The sun finally sets, and the fires burning all over the city of Lumica cast a flickering light over the docking platform. The Argullians settled down somewhat, perhaps trying to get some fitful sleep. And although you know that some of them fought all day, the seemingly tireless clone troopers continue their steady patrols. Even the battle droid army has quieted down, and only the occasional report of distant blaster fire pierces the night.

Somewhere, though, something makes a low, insistent, whining noise. And it's getting louder.

Allow each of the Jedi to make Listen checks (DC 12) to correctly identify not only that this is the sound of an approaching droid dropship, but from which direction it is approaching: northeast. The dropship stayed close to the ground initially, but just angled up sharply.

As the dropship crests the top of the mesa, a dozen STAPs spill out of its troop compartment, their repulsorlift engines already engaged. Their twin blaster cannons spit deadly blue bolts at the clone troopers stationed at the northeastern edge of the mesa.

Although the battle droids on the STAPs have orders to eliminate any clone troopers on the northeastern edge of the mesa, they are not actually the main body of the attack. They are a diversion, meant to draw the defenders away from the control tower. To this end, the STAPs circle

steadily around the northeastern part of the platform, flying defensively (taking a -4 penalty on attacks to gain a +2 dodge bonus on Defense). They continue to do so until they are destroyed.

Meanwhile, as soon as the STAP assault begins, the three-dozen battle droids waiting in the stairwell surge forth and begin racing toward the main entrance to the control tower. *Their* orders are to capture the control tower, and take prisoner anyone they find inside (on Commander Hosh's assumption that any important Argullians would have taken shelter there).

Give the Jedi Spot or Listen checks (DC 12, with appropriate penalties for distance) to notice the second battle droid front charging toward the control tower.

At least two-dozen battle droids are racing toward the control tower from the southwestern part of the mesa. They are not firing weapons, and are actually avoiding any clumps of refugees in their path.

The real battle here occurs at the entrance to the control tower. If the droids get inside the heavily fortified building, they plan to take hostages and force the Jedi to surrender. And unless the heroes specifically ordered several clone troopers to remain on station in front of the entrance, the battle droids swiftly cut through the guards, leaving only the Jedi to defend the tower.

If a Jedi character dies or becomes unconscious during this encounter, allow the player to play a clone trooper for the rest of the battle (though if the clone dies, that's it for the player). The clone trooper arrives from inside the tower at the beginning the following round; let the player roll initiative and join the action immediately.

Traitor in the Midst

Adding to the confusion, if Ozuun (the "spy" from Scene 1) is at large among the crowd, several hysterical Argullians confront him, accusing him of having helped the Separatists stage this attack. This encounter takes place about 50 meters south of the control tower entrance—in sight of the Jedi, but not necessarily in reach, depending on the situation at the tower.

If the Jedi do not or cannot move to help Ozuun, the Argullians beat him to death in five rounds. Otherwise, they do their level best, and any Jedi who come to Ozuun's aid must convince the Argullians to leave him alone—and this time, they are not interested in talking; the Jedi may

have to attack them, with a lightsaber or the Force, if another solution (such as Affect Mind) doesn't work. If a Jedi attacks the crowd in anger, though, the Jedi earns a Dark Side Point.

Scene 5: Decision on Argul

After the battle for the control tower ends, the rest of the night passes uneventfully. Administrator Mozim, if he hasn't been killed or captured, once again broadcasts a message on the loudspeakers, thanking those who died for their "valiant sacrifice." But the refugees are mostly quiet—too physically and emotionally exhausted to put up much of a fuss.

Terms of Surrender

As dawn breaks, though, the control tower's staff contacts the Jedi, telling them that they're getting a signal. When the Jedi assemble in the communications room, a full-size hologram of a Human male in military uniform appears on the display.

"Greetings, noble Jedi Knights. I am Drogen Hosh, commander of the droid army here on Argul. It is now clear to me that further assaults on your position will only result in more senseless deaths. And regardless of what you might think of me, that isn't what I want. I want to end the hostilities on this world, but I am also obligated to bring Argul under the control of the Confederacy of Independent Systems.

"I think that we both know that I have the forces at my disposal to sweep aside your defenses at any time I choose. But many innocent people would be hurt in the process, and I find the idea repellent. So I make the following offer:

"Surrender to me, and I promise to order a cease fire. When your transports return, you may go free, along with as many of the Argullians as wish to leave. No droid troops will molest you or the refugees in the meantime; no ships will try to prevent you from leaving, or harass the transports in space or in orbit.

"All I ask in return is that you turn over to me any and all ranking Argullian officials you have among you. No harm shall come to them—I give you my word. I merely wish to arrange with them the secession of Argul from the Republic, and their membership in the Confederacy.

"This is not a trick, nor a ruse. I am sincere in my desire to end this conflict without further violence to anyone. In order to assure you that I am telling you the truth, I offer myself as hostage. I will land my personal shuttle on the docking platform. You send the Argullian Administrators aboard to sign the treaty, and when it is done, I will emerge, with the Administrators, and put myself in your care until the transports return and evacuate you and the refugees. I will even arrange for the delivery of food and medical supplies to the refugees.

"What do you say? Do we have an agreement?"

The Jedi can mute their own transmission while they talk about Commander Hosh's offer. If Administrator Mozim has been allowed to hear this transmission—or told about it—he tells the Jedi that they must decline Hosh's offer ... and he's quite insistent on the point. "If you hand me over to the enemy, you're handing the entire planet over to the Separatists. *You don't have the authority to make that decision!* You're just apprentices!"

Mozim refuses to bend, even by the threat of the loss of innocent life. The Jedi can make a Diplomacy check opposed by Mozim's, but Mozim gains a +10 circumstance bonus; he's not worried about torture or getting killed; he just wholeheartedly wants to keep Argul out of the hands of the Separatists. If the Jedi use Intimidate or Affect Mind to force him to surrender to Hosh, the Jedi (and any Jedi who willingly participated in the coercion) gains a Dark Side Point.

On the other hand, failing to surrender Mozim almost certainly means the death of Mozim, all of the remaining Jedi and clone troopers, and a good portion of the Argullian refugee population.

The Surrender Option

If the heroes choose to surrender Mozim, and somehow convince the Administrator to go along with the plan, Commander Hosh is as good as his word. He comes to the docking platform, and once the formal surrender of Argul concludes, he hands his blaster over to the Jedi and orders his transports to bring medical supplies, medical droids, food, and so on to the top of the mesa. In exchange, he asks that the Jedi and clone troopers disarm, and he personally takes charge of the Jedi's lightsabers. "I know how important these are to you. I'll personally keep them safe, and return them before you leave."

Hosh actually comes across as a fairly pleasant person, going out of his way to make sure that the Jedi have no cause to distrust him. However, he does make an effort to enlist them in the ranks of the Separatists. "Several Jedi came to realize that the Galactic Senate is corrupt, and that the Confederacy is the galaxy's best hope for peace. Ask yourself why so many worlds seceded before this war even began. Even our leader, Count Dooku, was once a Jedi who saw the Republic spiraling out of control, with corrupt politicians setting the course. You're all brave and honorable people. With your help, we could convince the Jedi High Council to take a step back and look at what's going on. The Jedi Order is so busy jumping to Chancellor Palpatine's commands that they've lost sight of the fact that the Jedi are supposed to be about maintaining peace—peace!—and order."

If any of the Jedi take Hosh up on his offer to join the Separatists, he arranges to ship them off world before the transport ships return. (He doesn't want them to battle Master Yoda in order to follow their consciences.) In time, he introduces them to Count Dooku, and, eventually, Dooku turns them to the dark side.

The Defiance Option

Should the heroes choose to refuse, Hosh is disappointed, but he also says that he admires their tenacity. "It's what I would have done," he tells them.

Shortly thereafter, Commander Hosh launches an all-out attack, hitting the mesa from all sides with wave after wave of battle droids, super battle droids, and destroyer droids, all delivered by dropship. The remaining clone troopers can take some of the dropships out with anti-aircraft weapons before they deliver their cargo, but each round, at least one ship gets through. Roll once every 5 rounds on the chart below to determine what sort of droid forces each dropship brings:

Dropship Forces

d20	Droid Forces	Distance from Door
1-14	10 Battle droids	1d10 X 10 meters
15-18	6 Super battle droids	1d10 X 20 meters
19-20	3 Destroyer droids	1d10 X 30 meters

These forces all make for the control tower, intent on capturing Administrator Mozim and disabling the landing beacons (so that the transport ships, when they arrive, can't dock quite so easily). Unfortunately, they are not concerned with civilian casualties: the battle droids and droidekas fire

indiscriminately, while the super battle droids simply smash aside any refugees who gets in their way.

This is the final battle, and it continues until all the Jedi are dead, or time runs out for the slot. Remember, this is not meant to punish the players, but to give their Jedi the chance to die with honor, for an important cause.

Conclusion

If the time runs out before all the Jedi characters have been killed, relief arrives, in the form of four *Acclamator*-class cruisers.

Suddenly, amid the din of battle, comes the deafening whoosh of massive repulsorlift engines. The droid assault pauses, as every droid looks skyward. There, descending from out of the sun, are four Acclamator-class cruisers, and dropping from beneath them are scores of Republic gunships, raining laser fire down on the droid forces.

The transports have returned!

The tide of battle quickly turns, and once the reinforcements land, Master Yoda himself steps out of the nearest gunship, and approaches the characters.

"Received your message, we did," says the wizened Jedi Master. "Commandeered the Sullustan task force, I have, to return with reinforcements. Impressed with you am I! Slain, Master Ulseh was, and nonetheless persevered you have. Terrible were your losses, yes, terrible. But remember you that no death there is; there is only the Force."

Master Yoda is quite pleased with the heroes for having defended Argul so valiantly—especially in the face of the tempting offer from Drogen Hosh to avoid bloodshed by surrendering Argul. If any of the survivors were close to taking the trials of Knighthood, he personally recommends that they be given the tests immediately.

When the battle ends, the Republic is once more in control of Argul. The refugees from the other transports return, and Argul's leaders (those higher in rank than Administrator Mozim) personally thank each of the surviving Jedi for keeping their world out of the hands of the Separatists.

The End

Appendix 1: Gamemaster Character and Creature Stats

Master Ulseh

Ulseh: male Human Jedi Consular 9/Jedi Master 4; Init +1 (+1 Dex); Def 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 49/10; Atk +12/+7 melee (4d8–1/19–20, lightsaber) or +11/+6 ranged; SQ Deflect (Defense +1), deflect (attack –4), deflect (extend defense and attack), healing, Force secret (Affect Mind +2); SV Fort +9, Ref +7, Will +12; SZ M; Face/Reach 2m by 2m/2m; FP 5; Rep +5; Str 8, Dex 13, Con 10, Int 14, Wis 16, Cha 15. Challenge Code C.

Equipment: Lightsaber, Jedi robes, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 20 meters of synthrope, 2 empty pouches).

Skills: Bluff +6, Computer Use +3, Craft (lightsaber) +6, Diplomacy +13, Gather Information +9, Intimidate +6, Knowledge (Jedi lore) +8, Read/Write Basic, Sense Motive +10, Speak Basic, Speak Huttese, Speak Shyriiwook, Treat Injury +5.

Force Skills: Affect Mind +17, Empathy +14, Force Defense +11, Force Strike +10, Friendship +10, Heal Another +19, Move Object +12, See Force +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Skill Emphasis (Affect Mind), Trustworthy, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Sense.

Clone Trooper

Clone Trooper: Human Thug 6; Init +1 (+1 Dex); Def 13 (+2 class, +1 Dex); Spd 10 m; VP/WP –/12; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d8/19–20, blaster rifle); SQ Immunities (can't be bribed, blackmailed, or seduced); SV Fort +6, Ref +3, Will +1; SZ M; Face/Reach 2m by 2m/2m; FP 0; Rep +1; Str 12, Dex 13, Con 12, Int 10, Wis 8, Cha 9. Challenge Code C.

Equipment: Clone trooper armor, blaster rifle, comlink.

Skills: Intimidate +3, Profession (clone trooper) +3, Search +2, Spot +2.

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Administrator Mozim

Mozim: male Near-Human, Diplomat 8; Init +0 (+0 Dex); Def 12 (+2 class, +0 Dex); Spd 10 m; VP/WP –/8; Atk +3 melee (1d3-1, unarmed) or +4 ranged (3d4 or DC 10 stun, hold-out blaster); SV Fort +1, Ref +2, Will +6; SZ M; Face/Reach 2m by 2m/2m; FP 0; Rep +3; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 15. Challenge Code C.

Equipment: Datapad, comlink, general access pass, hold-out blaster.

Skills: Bluff +8, Computer Use +7, Diplomacy +16, Knowledge (local) +14, Profession (administrator) +11, Read/Write Basic, Sense Motive +11, Speak Basic, Speak Huttese.

Feats: Dodge, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]).

As Undersecretary of Commerce, Mozim is currently the ranking administrator on Argul. The others have all been evacuated, and Mozim and his family did not rate space on any of the previous transports.

Argullian Citizen

Argullian: male or female Near-Human, Commoner; Init +0 (+0 Dex); Def 10; Spd 10 m; VP/WP –/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; Face/Reach 2m by 2m/2m; FP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) or Profession (any one) +4, Read/Write Basic, Speak Basic.

Feats: Skill Emphasis (bonus feat).

Commander Drogen Hosh

Drogen Hosh: male Human Noble 2/Soldier 4/Officer 6; Init +1 (+1 Dex); Def 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 71/10; Atk +9/+4 melee (1d3, unarmed) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Favor +1, inspire confidence, leadership, requisition supplies, tactics; SV Fort +5, Ref +8, Will +9; SZ M; Face/Reach 2m by 2m/2m; FP 6; DSP 11; Rep +6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 16. Challenge Code E.

Equipment: Blaster pistol, code cylinder, multichannel comlink, datapad, uniform, rank insignia, capital ship.

Skills: Astrogate +4, Bluff +13, Computer Use +10, Diplomacy +13, Gather Information +14, Knowledge (bureaucracy) +10, Knowledge (tactics) +12, Knowledge (history) +6, Intimidate +13, Pilot +5, Profession (officer) +10, Read/Write Basic, Repair +3, Sense Motive +12, Speak Basic, Speak Neimoidian, Survival +2.

Feats: Armor Proficiency (light), Frightful Presence, Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession [officer]), Starship Operation (capital ship), Starship Operation (space transport), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Appendix 2: Vehicles and Droids

Acclamator-class Assault Ship

Class: Capital ship
Size: Gargantuan (752 m long)
Hyperdrive: x2 (backup x10)
Passengers: 16,000
Cargo Capacity: 2,000 tons
Consumables: 20 days
Crew: 700 (Skilled +4)
Initiative: +0 (–4 size, +4 crew)
Maneuver: +0 (–4 size, +4 crew)
Defense: 16 (–4 size, +10 armor)
Shield Points: 240 (DR 50)
Hull Points: 320 (DR 50)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 1,200 km/h (20 squares/action)
Weapon: Turbo quadlasers (12)
 Fire Arc: 6 front/left (partial turrets), 6 front/right (partial turrets)
 Attack Bonus: +4 (–4 size, +2 crew, +6 fire control)
 Damage: 6d10x5
 Range Modifiers: PB +0, S –2, M –4, L –6
Weapon: Assault concussion missile tubes (4, 20 missiles each)
 Fire Arc: 4 front
 Missile Quality: Ordinary (+10)
Weapon: Point laser cannons (24, point defense)
 Fire Arc: 2 batteries front, 2 batteries left, 2 batteries right
 Attack Bonus: +3 (–4 size, +2 crew, +2 fire control, +3 battery fire)
 Damage: 2d10x2
 Range Modifiers: PB +0, S –2, M –4, L –6

Phoenix Hawk Light Pinnacle

Class: Starfighter
Size: Tiny (19.2 m long)
Hyperdrive: x2
Passengers: 4
Cargo Capacity: 20 metric tons
Consumables: 2 months
Crew: 1 or 2 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 150 (DR 10)
Maximum Speed in Space: Cruising (4 squares/action)
Atmospheric Speed: 990 km/h (17 squares/action)
Weapon: Heavy blaster cannons (2 fire-linked):
 Fire Arc: Turret
 Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
 Damage: 6d10x2
 Range Modifiers: PB +0, S –2, M/L n/a
Weapon: Light ion cannons (2 fire-linked):
 Fire Arc: Rear
 Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
 Damage: 4d10x2 (ion)
 Range Modifiers: PB +0, S –2, M/L n/a

STAP

Class: Airspeeder
Size: Medium (1.9 m long)
Passengers: 0
Cargo Capacity: —
Crew: 1 (Normal +2)
Initiative: +2 (+2 crew)
Maneuver: +2 (+2 crew)
Defense: 15* (+0 size, +5 armor)
Shield Points: 0
Hull Points: 10 (DR 10)
Maximum Altitude: 20 m
Max Velocity: 300 km/h (5 squares/action)
Weapon: Double blaster cannon (fire-linked):
 Fire Arc: Front
 Attack Bonus: +2 (+0 crew, +2 fire control)
 Damage: 2d10
 Range Increment: 20 m

Battle Droid

Baktoid Combat Automata Battle Droid: Walking battle droid, Thug 2; Init -3 (-2 remote processor, -1 Dex); Def 9(+0 class, -1 Dex); DR 3; Spd 10 m; VP/WP -/8; Atk +3 melee (1d4+1, hand) or +1 ranged (3d8/19-20, blaster rifle); SV Fort +4, Ref -1, Will -1; SZ M; Face/Reach 2m by 2m/2m; FP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6. Challenge Code A.

Equipment: Blaster rifle, armor (light), integrated comlink, remote receiver (5,000-km range), vocabulator.

Skills: Intimidate +0, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Super Battle Droid

Baktoid Combat Automata Super Battle Droid: Walking battle droid, Soldier 1; Init +0; Def 12(+2 class); DR 3; Spd 10 m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6. Challenge Code A.

Equipment: Blaster rifle, armor (light), vocabulator, remote processor (5,000-km range, with local backup processor).

Skills: Intimidate +2, Jump +3, Spot +1, Speak Basic.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Destroyer Droid

Droideka Series: Wheeled/walking destroyer droid, Thug 12; Init -1 (-2 remote processor, +1 Dex); Def 15(+4 class, +1 Dex); DR 3; Spd 4 m, wheel mode 25 m; VP/WP 0/15; Atk +13/+8/+3 melee (1d4+1, appendage) or +13/+8/+3 ranged (4d8/19-20, heavy repeating blaster) or +7/+7/+7/+2/-3 (4d8/19-20, heavy repeating blaster with multishot) or +5/+5/+5/+5/+5/+0/-5 (4d8/19-20, heavy repeating blaster with multishot and rapid shot); SV Fort +10, Ref +5, Will +3; SZ M; Face/Reach 2m by 2m/2m; Rep +3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6. Challenge Code F.

Equipment: Two heavy repeating blasters, shields (DR 9), light armor, remote processor (500-km range).

Skills: Listen +4, Speak Basic, Spot +4.

Feats: Ambidexterity, Armor Proficiency (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Teo Gronn

Species: Duros
Class: Jedi Guardian 5

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	11	+0	Type	Total =	Base	Mod	Mod	
Dexterity	16	+3	Fortitude	+6	+4	+2		
Constitution	14	+2	Reflex	+7	+4	+3		
Intelligence	14	+2	Will	+2	+3	−1		
Wisdom	8	−1						
Charisma	10	+0						

Defense: 18
(+3 Dex, +5 class)

Movement: 10 meters

Vitality Points: 42

Wound Points: 14

Force Points: 3

Dark Side Points: 2

Reputation: +2

Base Attack: +5

Initiative: +3

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+9	3d8	19-20	—	E

Languages: Speak and Read/Write Basic, Speak and Read/Write Durese, Speak and Read/Write Huttese

Feats: Combat Reflexes, Exotic Weapon Proficiency, Force-Sensitive, Spacer, Weapon Finesse, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Skills: Computer Use +5, Craft (lightsaber) +7, Intimidate +3, Knowledge (Jedi lore) +6, Tumble +8.

Force Skills: Affect Mind +6, Battlemind +7, Enhance Senses +1, Force Strike +8, Move Object +9, See Force +1.

Class Abilities:

Deflect (Defense +1)

Deflect (attack −4)

Equipment: Lightsaber, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 20 meters of syntherope), Jedi robes.

Background

You are Teo Gronn, a Duros Jedi who has never been to Duro. Born on Coruscant, you were immediately identified as a Force-sensitive and adopted into the Jedi Temple. You trained under Master Lyron, another Duros, until Master Lyron was killed fighting the droid army on Geonosis. You then trained under Master Oshi-Jid, until Oshi-Jid was lost and presumed killed in action over Muunilinst.

Since then, you have been waiting for a new master to train you. You feel you are ready for the Jedi trials, but Master Yoda does not think so. You would like to become a Jedi Knight as

soon as possible, and command a platoon of clone troopers, but part of you just wants to stop being shuffled from master to master. If you could only find a way to prove to Master Yoda that you're ready, you know that you would be able to meet any challenge.

Olge Plavi-Dol (Human Jedi Consular): Next to Master Ulseh, Olge Plavi-Dol is the most experienced Jedi left on Argul. She is quite capable at healing, though you're glad to have Master Ulseh leading the actual defense of the docking tower. Olge is too pacifistic for your tastes. The Republic can't win this war with healers and evacuation transports. It needs Jedi who are prepared to shed blood, as well as to heal—each as the situation warrants.

Mariineh (Twilek Jedi Guardian): Mariineh is easily as good a fighter as you. However, she seems a bit out of her depth here on Argul—always deferring to the judgment of the older Jedi, and not making decisions without conferring with them, first. Still, she's quite brave—she stayed on Argul after her master left—so you still have quite a bit of respect for her.

Ren Auglu (Human Jedi Consular): Master Ulseh's Padawan, Ren Auglu is made of strong stuff. Not once during this campaign have you seen him shy away from duty, or ask for time to collect his thoughts. Of course, it might be that he's only being brave because Ulseh is around; Ren might well be lost without a Jedi Master encouraging him every step of the way. You should know. But then, losing two masters has only made you stronger.

Shalimin (Mon Calamari Jedi Consular): Shalimin is your kind of Jedi: fearless and determined. He's apparently just come from the fighting on the Mon Calamari home world, but you've heard that he had some kind of argument with his master, who sent him here as punishment. That doesn't make much sense to you, though. What kind of punishment is it to be given more chances to prove yourself?

Wamtra (Rodian Jedi Guardian): You're not sure about Wamtra. He seemed alright at first, but after his master died in the shelling of an apartment complex, he's all but fallen apart. He's become hesitant and uncertain, and, frankly, you wish he'd get on the last transport, so the rest of the Jedi wouldn't have to coddle him. Either that, or that you could just have a few minutes alone with him, to show him that *you've* carried on, despite losing *two* masters to the war!

Master Ulseh (Human Jedi Consular): Master Ulseh is brave and resourceful, though he always seems so serene on the outside. He's the kind of Jedi you'd like to be someday, if only Master could see that you *could* that sort of Jedi, given half a chance. But with Master Yoda already departed from Argul, perhaps what you need to do is prove yourself to Master Ulseh. Then Ulseh could give you a good recommendation to the Jedi High Council—and you'll be a Jedi Knight in no time.

Olge Plavi-Dol

Species: Human
Class: Jedi Consular 8

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	10	+0	Type	Total =	Base		Mod	Mod
Dexterity	8	−1	Fortitude	+7	+6		+1	
Constitution	12	+1	Reflex	+3	+4		−1	
Intelligence	13	+1	Will	+8	+6		+2	
Wisdom	15	+2						
Charisma	16	+3						

Defense: 15
(−1 Dex, +6 class)

Movement: 10 meters

Vitality Points: 48

Wound Points: 12

Force Points: 4

Dark Side Points: 0

Reputation: +3

Base Attack: +6/+1

Initiative: −1

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+7/+2	3d8	19-20	−	E

Languages: Speak and Read/Write Basic, Speak Ryl

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Disarm, Skill Emphasis (Heal Another), Surgery, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Compassion, Control, Force Mind, Sense.

Skills: Computer Use +6, Craft (lightsaber) +6, Diplomacy +13, Knowledge (Jedi lore) +6, Sense Motive +12, Treat Injury +13.

Force Skills: Affect Mind +8, Empathy +13, Heal Another +18, Move Object +3, Telepathy +12.

Class Abilities:

Deflect (Defense +1)

Deflect (attack −4)

Deflect (extend attack and defense)

Healing

Equipment: Lightsaber, medical kit, 5 medpacs, utility belt (three days' supply of food capsules, tool kit, spare power pack, spare energy cell, glow rod, comlink, 20 meters of syntherope), Jedi robes.

Background

You are Olge Plavi-Dol, a Jedi healer from Commenor, and along with Master Ulseh, one of two Jedi Knights still on Argul. It has not been easy. The Jedi have been forced to fight for the survival of the Argullians almost since the moment they arrived. For Teo, that has meant coordinating the clone trooper defensive positions. For you, that has meant attending to the sick and wounded waiting to be transported off-world.

Yours is not an easy job, but you are the best one for it. There is a chance that the transports will not return in time, but for all the Jedi to evacuate would tell the Argullians that the Republic has given up on their world—a message the Republic cannot afford to send. When Master Yoda departed, you and Master Ulseh both volunteered to remain behind when the last transport leaves, to help keep the Argullians calm, and to supervise the defense of the docking platform. Ulseh remained because he is an excellent strategist. You are still here because the sick and wounded need *your* abilities—not just another lightsaber.

Teo Gronn (Duros Jedi Guardian): You are supposed to be evaluating Teo Gronn, but you've barely had a chance to speak to him, let alone interview him. Hopefully there will be more time when you finally evacuate. So far, though, your impression is that he's a little too eager to jump into battle, and *far* too eager to take command. You're sure you could give him some advice on being a Jedi Knight, if only you could spend some time with him.

Mariineh (Twi'lek Jedi Guardian): For a Jedi trained more in the art of combat than the art of healing, Mariineh shows remarkable restraint. (You shall have to congratulate Master Silmis Vey on how well he has trained her.) She is graceful and focused, and you're sure that, once you get back to the Jedi Temple, the Jedi High Council will want to advance her to the level of Jedi Knight.

Ren Auglu (Human Jedi Consular): Ren Auglu could be ready for the Jedi trials himself, but you won't know for certain until you've seen how he works without the supervision of Master Ulseh. With any luck, though, he won't have to. The Jedi have lost far too many of their number on this world already, including Wamtra's master. For another Padawan to lose his master on this mission would be too much. You're not prepared—either to take command, or to act as temporary master to yet another young Jedi.

Shalimin (Mon Calamari Jedi Consular): You had a chance to speak with Master Yoda about Shalimin, and he told you that the Mon Calamari's master, Upulu, sent the young Jedi here to learn an important lesson about war. Shalimin has apparently only seen the glory of victory—not the terrible price that the losers pay...or the innocent. But Yoda has asked you not to reveal the purpose of Shalimin's visit here to the Mon Calamari Padawan. He'll learn the lesson best if he learns it on his own.

Wamtra (Rodian Jedi Guardian): Wamtra is in a bad place, emotionally. His master, Nemen Ull, perished here on Argul, and Wamtra is not dealing well with it. If he is not carefully supervised, he could easily slip over to the dark side. Perhaps it was best if, when the last transport goes, Wamtra were aboard it.

Master Ulseh (Human Jedi Consular): A wise and capable Jedi Master, Ulseh is an excellent role model for the young Jedi involved in the mission on Argul. You're glad he's chosen to remain behind; you don't think you could supervise an operation of this size without his help. And, watching how well he works not only with the other young Jedi and the clone troopers, but also with his Padawan, Ren Auglu, you are seriously considering taking on a Padawan of your own, soon.

Mariineh

Species: Twi'lek
Class: Jedi Guardian 6

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	10	+0	Type	Total =	Base	Mod	Mod	
Dexterity	16	+3	Fortitude	+7	+5	+1		
Constitution	13	+1	Reflex	+8	+5	+3		
Intelligence	8	-1	Will	+4	+3	+1		
Wisdom	12	+1						
Charisma	14	+2						

Defense: 18
(+3 Dex, +5 class)

Movement: 10 meters

Vitality Points: 44

Wound Points: 13

Force Points: 3

Dark Side Points: 0

Reputation: +2

Base Attack: +6/+1

Initiative: +3

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+9/+4	3d8	19-20	—	E

Languages: Speak and Read/Write Basic, Speak and Read/Write Ryl, Speak Lekku

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Weapon Finesse, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Skills: Craft (lightsaber) +3 Knowledge (Jedi lore) +2, Tumble +7.

Force Skills: Battlemind +8, Enhance Ability +4, Force Strike +2, Move Object +2.

Class and Species Abilities:

Deflect (Defense +1)
Deflect (attack -4)
Deflect (extend attack and defense)
Low-light vision

Equipment: Lightsaber, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 20 meters of syntherope), Jedi robes.

Background

You are Mariineh, a Twi'lek Jedi from Ryloth—and you are on the verge of becoming a Jedi Knight. Your master, Silmis Vey, is so confident of your abilities that when you volunteered to remain behind on Argul, he told you how proud he was that you had become so responsible. So Master Silmis Vey is overseeing one of the transports as it makes for the safety of the

rendezvous point near Belsavis. He has been in hyperspace, out of comlink contact, for a little over an hour now.

It's been one of the longest hours of your life. Between the panicked citizens bickering at each other over who gets to go out on the last transport, and the near-constant battle droid attacks at the base of the docking platform, you're not so sure you're ready to be a Jedi Knight after all. As a Padawan, you can let someone else make the hard decisions, and just do what the masters tell you to do. Now that people are looking to you for leadership—the clone troopers, the Argullians, the younger Padawans—you're finding it's not as easy as it sounded. Fortunately, Masters Olge and Ulseh are in command, and you're more than happy to follow their lead.

Teo Gronn (Duros Jedi Guardian): Teo Gronn may be a good warrior, but he still has a lot to learn about being a Jedi, in your opinion. He's too eager to fight—as though he's constantly trying to prove himself to the Jedi Masters. It might behoove him to learn that if he focused more on feeling the Force, he wouldn't have to impress the Jedi High Council.

Olge Plavi-Dol (Human Jedi Consular): You have great respect for Olge Plavi-Dol. She's not a warrior, but in her own way, she's more brave than any soldier you've ever met. When others around her panic in the face of advancing enemies and hails of blaster fire, Olge calmly attends to the wounded—including defending them as fiercely as any warrior.

Ren Auglu (Human Jedi Consular): Ren is disciplined, and has a good grasp of the role of the Jedi Knights in the galaxy. You know you can depend on him in a touchy situation, as well as in a fight. He won't back down from a problem without making every effort to find a solution. And he won't give up on this world until he has evacuated as many Argullians as will fit on every transport, freighter, and tug he can find.

Shalimin (Mon Calamari Jedi Consular): Shalimin seems on the verge of disillusionment with the Jedi Order, and that troubles you. He joined the evacuation efforts after the initial landing on Argul, apparently fresh from fighting some other battle in the Clone Wars. You're not sure what he saw there, but whatever it was didn't prepare him for anything like the Battle of Argul.

Wamtra (Rodian Jedi Guardian): This Jedi is in peril. Having lost his master here on Argul, he has become withdrawn and indecisive. You know that Master Ulseh and Olge Plavi-Dol are planning to ship the Rodian out on the last transport, but you believe that Wamtra needs to get back into the action long enough to remember what it means to be a Jedi. You hope that, when the time comes, the elder Jedi see it that way, as well.

Master Ulseh (Human Jedi Consular): Master Ulseh is an impressive Jedi Knight, and you're pleased that he's been put in command of the forces to remain behind on Argul. Though the situation is grim, you have every confidence that when the evacuation ships return, the docking tower will still be in the hands of the Republic, and Master Ulseh will be waiting with the next group of Argullians to be evacuated.

Ren Auglu

Species: Human
Class: Jedi Consular 4

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	8	−1	Type	Total =	Base	Mod	Mod	
Dexterity	14	+2	Fortitude	+5	+4	+1		
Constitution	12	+1	Reflex	+4	+2	+2		
Intelligence	10	+0	Will	+7	+4	+3		
Wisdom	16	+3						
Charisma	13	+1						

Defense: 16
(+2 Dex, +4 Jedi consular)

Movement: 10 meters

Vitality Points: 31
Force Points: 3
Reputation: +2
Base Attack: +3

Wound Points: 12
Dark Side Points: 0
Initiative: +2

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+5	2d8-1	20	8 m	E

Languages: Speak and Read/Write Basic

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Illusion), Trustworthy, Weapon Finesse, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Skills: Craft (lightsaber) +5, Diplomacy +7, Gather Information +7, Knowledge (Jedi lore) +6, Sense Motive +8.

Force Skills: Affect Mind +7, Empathy +10, Heal Self +5, Illusion +7, Move Object +1, See Force +6.

Class and Species Abilities:

Deflect (Defense +1)
Deflect (attack −4)
Deflect (extend attack and defense)

Equipment: Lightsaber, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 2 empty pouches), Jedi robes.

Background

You are Ren Auglu, a Jedi Padawan from Naboo. Though still only a Padawan, you have already participated in three battles, alongside your teacher, Master Ulseh. You have stood many times between battle droids and terrified citizens, and each time triumphed—each time, with Master Ulseh by your side. Ulseh has become your surrogate father, the Jedi Order your surrogate family—replacing the family you barely knew, and the father who died capturing the Royal Palace during the Battle of Naboo, alongside Queen Amidala.

Argul has been a grueling experience. You have not so much fought this battle, as fled from it. Certainly, you bought time, over and over, for helpless citizens to flee the approaching battle droid forces, or to escape the shelling of their homes, but you're not sure what good it's done. One by one, the Argullian docking platforms have fallen to the Separatists—each time, claiming the lives of the Jedi who protected them. You've watched platoons of clone troopers wiped out. And you've seen thousands of innocent civilians slaughtered, for no reason other than that they were in the way of some strategic objective or another. Worse yet, you've seen the faces of those who have survived, with no real hope except that they might be lucky enough to board one of a handful of transport ships.

Teo Gronn (Duros Jedi Guardian): Teo Gronn impresses you as a Padawan who will one day be a great Jedi Knight. Others may see him as ambitious, but you believe that he's just ready to do his part for the galaxy. If the Council would just go ahead and let him take the trials, he would get past his ambition, one way or another, and settle down to the serious business of being a Jedi Knight.

Olge Plavi-Dol (Human Jedi Consular): This Jedi Knight seems to truly define "grace under pressure." During your time on Argul, you have seen her tend to sick and wounded civilians and soldiers, with enemy troops as little as ten meters away. She doesn't believe in leaving anyone behind, and Master Ulseh has a great deal of respect for her as well.

Mariineh (Twii'lek Jedi Guardian): Mariineh is a capable warrior, and it wouldn't surprise you at all if the Council made her a Jedi Knight upon return to Coruscant. Still, she's a bit combat-oriented for your tastes; you prefer to handle things diplomatically (at least, when battle droids aren't concerned). Mariineh doesn't appear to be very flexible in that regard, which could be problematic.

Shalimin (Mon Calamari Jedi Consular): This Mon Calamari Padawan is plainly suffering from a kind of shock. He's just come from a battle on his home world, so maybe what he saw there was so horrible—all of those Mon Calamari dying—that he's unable to cope with it.

Wamtra (Rodian Jedi Guardian): You're very worried about Wamtra. He lost his master during the fighting on Argul, and he hasn't been himself ever since. You can sympathize: If anything ever happened to Master Ulseh, you don't know if *you* could go on. You know that Ulseh and Olge have discussed sending Wamtra out with the final transport, but if you have a chance to give your opinion, you intend to suggest that Wamtra be given a chance to recover his composure.

Master Ulseh (Human Jedi Consular): Your master. You would do anything for him, and you know he would do anything for you. You still have a few more years of training before you become a Jedi Knight, but your training so far has gone so well that Master Ulseh believes you could be ready for the Jedi trials ahead of time. If *anything* is holding you back, it's the thought that, once you complete your training, you and Ulseh will go your separate ways. And given the violence and uncertainty of the Clone Wars, there's no guarantee you'll ever see each other after that.

Shalimin

Species: Mon Calamari
Class: Jedi Consular 5

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	12	+1	Type	Total =	Base	Mod	Mod	
Dexterity	8	−1	Fortitude	+4	+4	+0		
Constitution	10	+0	Reflex	+2	+3	−1		
Intelligence	15	+2	Will	+6	+4	+2		
Wisdom	14	+2						
Charisma	14	+2						

Defense: 14
(−1 Dex, +5 Jedi consular)

Movement: 10 meters

Vitality Points: 26

Wound Points: 10

Force Points: 3

Dark Side Points: 2

Reputation: +1

Base Attack: +3

Initiative: −1

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+6	2d8+1	19-20	−	E

Languages: Speak and Read/Write Basic, Speak and Read/Write Mon Calamarian, Speak and Read/Write Ryl

Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Sense.

Skills: Computer Use +9, Craft (lightsaber) +8, Diplomacy +5, Knowledge (Jedi lore) +8, Pilot +7, Sense Motive +7.

Force Skills: Affect Mind +5, Battlemind +3, Empathy +7, Enhance Ability +5, Force Strike +4, Move Object +5, Telepathy +10.

Class and Species Abilities:

Deflect (Defense +1)

Deflect (attack −4)

Breathe underwater

Low-light vision

+1 species bonus on Will saves in moist or watery environments

−1 species penalty on Will saves in dry or arid environments

Equipment: Lightsaber, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 2 empty pouches), Jedi robes

Background

You are Shalimin, a Jedi from Mon Calamari. You came to Argul with a contingent of Jedi fresh from the battle on Mon Calamari, the homeworld of your people, where you fought the Quarren Separatists alongside Jedi Master Kit Fisto. It was your first taste

of battle, and you reveled in the victory. *A few more battles like that*, you thought, *and this war will be over in no time!* But when you expressed these thoughts to your Master, Upulu, he seemed disappointed in you. And when word came that some of your forces would be diverting to Argul, Master Upulu sent you away with them.

Argul is horrible. Its once beautiful capital city has been reduced to little more than rubble. Its people have been forced from their homes, often with only the possessions they can carry on their backs—and often with only sick and wounded family on their backs...if they've been able to find their family members at all. This is not the glorious victory you saw on Mon Calamari. This is humiliating defeat, and if this isn't some kind of punishment for being so proud of what happened at Mon Calamari, then you're not sure what lesson Master Upulu wanted you to take away from this.

Teo Gronn (Duros Jedi Guardian): This young Jedi strikes you as being very positive and goal-oriented. The older Jedi seem to be evaluating him—you've seen them giving him appraising looks from time to time—and it occurs to you that they might be deciding whether or not to let him face the Jedi trials. If so, you hope that he does well. The Order needs more Jedi like him.

Olge Plavi-Dol (Human Jedi Consular): Olge Plavi-Dol is a very wise Jedi Knight; you hope to be as calm and collected as she is, when you pass *your* trials. Still, Olge seems like something of a pessimist to you. Despite all the people the Jedi have saved on Argul, Olge chooses to focus instead on the ones that *can't* be saved, the people whom the Jedi failed. Maybe you've got a lot more to learn, but you don't think a Jedi Knight should be so negative all the time.

Mariineh (Twi'lek Jedi Guardian): This young Twi'lek Jedi might be almost ready for the trials herself, but you get the feeling that her time on Argul has put a lot of strain on her. Her master left on one of the earlier transports, and now she seems to be barely holding it together. She seems calm on the surface, but you know how *you* feel about being here, and you can see on her face a lot of the same emotions you're feeling.

Ren Auglu (Human Jedi Consular): This Padawan seems completely in his element in the midst of all this fighting. He and his master, Ulseh, are always right in the thick of things. And, truth be told, you envy him. Although you and Master Upulu have faced many dangerous situations together, you feel as though Master Ulseh is a lot more open and trusting with Ren Auglu than Master Upulu is with you. Is Ren Auglu just a better Padawan than you are? Or is Upulu not as good a master as Ulseh?

Wamtra (Rodian Jedi Guardian): You've never met Wamtra, but you have to believe that he's not always the emotional wreck he is now. Apparently his master died on Argul, shortly before you arrived. Now they're apparently discussing sending him back to Coruscant, aboard the last transport. That's probably a good idea; he's just going to get killed if he stays here.

Master Ulseh (Human Jedi Consular): A wise and capable Jedi Master, Ulseh is the kind of master you sometimes wish Upulu would be. He seems to share everything with Ren Auglu, while Master Upulu seems to want you to always figure things out for yourself.

Wamtra

Species: Rodian
Class: Jedi Guardian 4

Size: Medium
Allegiance: Republic

Choose the gender, height, weight, and physical description for this character. See the *Star Wars Revised Core Rulebook* or the *Galactic Campaign Guide* for species norms. You can alter the name, if needed, to better fit the gender you choose.

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	13	+1	Type	Total =	Base	Mod	Mod	
Dexterity	16	+3	Fortitude	+7	+4	+3		
Constitution	16	+3	Reflex	+7	+4	+3		
Intelligence	10	+0	Will	+0	+2	-2		
Wisdom	6	-2						
Charisma	10	+0						

Defense: 17
(+3 Dex, +4 Jedi guardian)

Movement: 10 meters

Vitality Points: 39

Wound Points: 16

Force Points: 1

Dark Side Points: 3

Reputation: +1

Base Attack: +4

Initiative: +3

Weapon	Attack	Damage	Crit	Range	Type
Lightsaber	+7	2d8+1	19-20	—	E

Languages: Speak and Read/Write Basic, Speak and Read/Write Rodese

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Track, Weapon Finesse, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Skills: Craft (lightsaber) +3, Jump +5, Knowledge (Jedi lore) +3, Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Rodese, Tumble +7.

Force Skills: Battlemind +7, Enhance Ability +5, Force Strike +4, Move Object +4.

Class Abilities:

Deflect (Defense +1)

Deflect (attack -4)

Equipment: Lightsaber, utility belt (three days' supply of food capsules, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, 2 empty pouches), Jedi robes.

Background

You are Wamtra, a Rodian Jedi, and a soldier in the Clone Wars. You came to Argul with your master, Nemen Ull, to hold off the Separatist droid army long enough to evacuate the Argullians. For several hours, you and your master stood between legions of battle droids and the virtually helpless citizens, buying time for the Argullians to move their sick and wounded to the docking towers. You saved countless lives, and

for the first time, you really felt that the Force was flowing effortlessly through you.

But then Master Nemen went into an apartment complex to locate a missing child, and before you knew what was happening, battle droid ATTs had leveled every building. You felt Master Nemen's death through the Force. Ever since, you have been unable to focus clearly, and you keep wondering if you should have gone into that building instead of Nemen Ull. You know that the Jedi High Council will find another Jedi Master to complete your training, but considering that, with the war still raging, the fate of every Jedi now seems to be to die in battle, perhaps it would be best if you turned over your lightsaber and left the Order forever.

Teo Gronn (Duros Jedi Guardian): Teo Gronn is so ambitious; you can't believe the Council hasn't reprimanded him for it. Who does he think he is, trying to force his trials through so soon? You lost one master, and you *know* there's something you could have done differently, something that would have saved Nemen Ull. Teo Gronn has lost *two* masters. Does he really think the Council would actually trust him with a Padawan of his own?

Olge Plavi-Dol (Human Jedi Consular): Olge Plavi-Dol has been somewhere nearby ever since you lost Master Nemen. She thinks you've had a complete breakdown. She doesn't trust you to be a Jedi anymore. You wish she'd leave you alone, and give you time to collect your thoughts.

Mariineh (Twi'lek Jedi Guardian): Before Nemen Ull died, you thought that Mariineh was a lithe and graceful warrior. Now, you can see that she's just a frightened little girl pretending to be a Jedi. You're certain that if she doesn't get off Argul as soon as possible—maybe get out of the Order altogether—she's going to die, still pretending.

Ren Auglu (Human Jedi Consular): Ren Auglu always seemed like a nice guy to you, but *he* still has his master. He leans on his master a lot, though. You'd like to see what would happen to this cocky little Human if he lost *his* master.

Shalimin (Mon Calamari Jedi Consular): Here's a Jedi who seems to understand what you're going through. He came into this battle with the expectation of victory, and now that he's seen what war is really like, he's horrified. You can lose someone important in a heartbeat, and never know why—if there even *is* a reason. If other Padawans would only learn that important lesson, they might reconsider their own futures in the Order.

Master Ulseh (Human Jedi Consular): You just know that Master Ulseh is going to send you back to Coruscant on the last transport. You're not sure how you feel about that. On the one hand, you'd like to quit the Order. But you don't want to be forced into making that decision. If Ulseh forces you to leave Argul, you'd *definitely* have to quit the Order ... but out of disgrace, not out of personal choice.

Clone Trooper (Replacement Character)

Species: Human Clone
Class: Thug 6

Size: Medium
Allegiance: Republic

Ability	Score	Mod	Saving Throws				Ability	Misc
Strength	12	+1	Type	Total =	Base		Mod	Mod
Dexterity	13	+1	Fortitude	+6	+5		+1	
Constitution	12	+1	Reflex	+3	+3		+1	
Intelligence	10	+0	Will	+1	+2		-1	
Wisdom	8	-1						
Charisma	9	-1						

Defense: 13
(+1 Dex, +2 Thug)

Movement: 10 meters

Vitality Points: —

Wound Points: 12

Force Points: 0

Dark Side Points: 0

Reputation: +1

Base Attack: +6/+1

Initiative: +1

Weapon	Attack	Damage	Crit	Range	Type
Blaster rifle	+7/+2	3d8	19-20	30 m	E

Languages: Speak and Read/Write Basic

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Skills: Intimidate +3, Profession (clone trooper) +3, Search +2, Spot +2.

Special Abilities:

Cannot be bribed, blackmailed, or seduced.

Equipment: Clone trooper armor, blaster rifle, comlink.

Background: You are a clone trooper, trained to be the most efficient fighter you can be, and conditioned to be totally loyal to the Galactic Republic. The Jedi are at the top of your chain of command, just beneath the Supreme Chancellor himself.

Map of Argullian Docking Tower (Key Areas)

